

ABSTRACT OF THE DISCLOSURE

5 A multiplayer electronic entertainment system with a central
simulator style device surrounded by a plurality of video game
style devices. The simulator style device has a two-player cab with
collimated visual displays. The two-player cab is mounted on a
hydraulic motion base. Each video game style device is fixed and
has a direct view cathode ray tube display. All game devices are
interconnected via an Ethernet switch, so that each participant is
visible to the others in the electronic imagery that is created on
10 the game devices.